

## Cubase SX3 / 01V96 V2 Setup and Operation

This document describes setup and operation for remote control of Cubase SX from the 01V96 digital mixing console. These instructions apply to 01V96 V2.0 or higher and Cubase SX V3.0.0 or higher.

### Driver Installation

- 1) Connect your PC or Macintosh computer  
The 01V96 should be connected to your computer by connecting the TO HOST USB port on the 01V96 to a USB port on your computer.
- 2) Install Driver  
Once your computer is connected, you will need to install the USB-MIDI driver included on the 01V96 CD-ROM. It is recommended that you install the latest driver which can be downloaded from [www.yamahaproaudio.com](http://www.yamahaproaudio.com)

### Configuring 01V96 V2

- 1) Press the [DIO/SETUP] display access key and select the MIDI/TO HOST screen.
- 2) Set the DAW port assignment to USB 2-3 (this allows USB port 1 to be used for the Studio Manager 01V96 Editor software. Note: you must use USB ports 2-3 for DAW Control and USB port 1 for the 01V96 Studio Manager Editor if you intend to use these two applications simultaneously).
- 3) Press the [DIO/SETUP] display access key and select the REMOTE page. Then assign CUBASE SX as the Target for the Remote layer.  
(See “About Remote Function” in the 01V96 manual for more information.)
- 4) Press the [REMOTE] LAYER button to select the Cubase SX Remote Control Layer. When the Cubase SX Remote Control Layer is selected, the 01V96’s control surface controls Cubase SX rather than the internal mixing of the 01V96. In order to control the 01V96, you need to select an Input Channel Layer or the Master Layer. Audio mixing on the Input and Master Layers continues while the Cubase SX Layer is selected.

**Configuring Cubase SX V3.0.0 or higher**

- 1) Click on the 'Devices' menu and select 'Device Setup'.
- 2) Click on the '+' icon (Add Device), then click on 'Yamaha 01V96 V2'. This will cause Yamaha 01V96 V2 to appear in the Devices column on the left side of this window.
- 3) In the right side of the 'Device Setup' window, assign 01V96 V2 to the correct MIDI Input and Output ports. For example, if you have chosen USB 2-3 on 01V96 V2, choose 'YAMAHA USB 0-2' in Windows XP/2000 systems (choose 'YAMAHA 01V96 Port2' in Mac OS X). Then select the same port number for MIDI Output. This will cause USB ports 2 and 3 to be assigned for remote control of Cubase SX from 01V96 V2.
- 4) The grid below the MIDI port assignment, showing various F key commands can be ignored. The function of USER DEFINED keys on 01V96 V2 are assigned from the mixing console and they cannot be edited in this list. These functions are described later in this document.
- 5) After completing these assignments, click 'Apply' towards the bottom of the Device Setup window. Then click 'OK' to exit this window.

**Controlling Cubase SX****Input Channel Controls**

Faders 1-16 control the levels of Cubase SX channels 1-16.  
(Refer to the User Defined Keys description below for information about accessing Cubase SX channels beyond 1-16.)

The first four characters of the names of the Cubase SX channels appear in the LCD of 01V96 when the CHANNEL display is selected by the F3 display key. Also PAN position is displayed here and can be adjusted with the PAN encoder in the SELECTED CHANNEL (Remember to select the required channel first by pressing the appropriate SEL button on 01V96 V2).

The 01V96 V2 ON switches control each Cubase SX channel's MUTE, and the SOLO and SEL switches also control Cubase SX's corresponding functions.

By changing the 01V96's FADER MODE to AUX1-AUX8, CUBASE SX's SENDS can be controlled and displayed on the LCD (not on the Faders). The level is adjusted with the Parameter Wheel, and the send can be switched ON/OFF by pressing ENTER.

## Selected Channel Functions

Pressing the INSERT/DELAY switch in the DISPLAY ACCESS section of 01V96 will cause the VST Audio Channel Settings window to open in Cubase SX.

### EQ

The four bands of EQ GAIN, FREQUENCY and Q on 01V96 control the same functions on the selected Cubase SX channel. To switch an EQ band On or Off, hold down the LOW/LOW-MID/HIGH-MID/HIGH switch for one second.

The entire EQ section can be bypassed by pressing the [EQ] display access key on the 01V96 console.

### PAN

The PAN encoder on 01V96 controls the pan functions of Cubase SX.

## FX Sends, Routing and Insert Editing

Press the F2 key under the LCD to display FX Send, Routing and Plug-in information on the LCD of 01V96.

### FX SENDS

Move the Cursor in the 01V96 LCD to the box labelled SEND on the left-side of the display, and click ENTER to show FX Send information. The virtual encoders in the screen can be used to edit various functions, by moving the cursor to them and using the 01V96's large PARAMETER WHEEL:

- Encoder 1 edits the send level.
- Encoder 2 edits the send On/Off status (by turning the PARAMETER wheel).
- Encoder 3 edits between Pre and Post Fader (by turning the PARAMETER wheel).
- Pressing ENTER on any of the 4 encoders will bypass all sends.

There are 8 sends spread over 8 pages. To access different sends, use the LEFT and RIGHT arrow buttons below the LCD.

### ROUTING

Move the cursor over the ROUT box in the 01V96's LCD, and press ENTER to access Routing information in the LCD. There are two pages, accessed by pressing the LEFT and RIGHT arrow buttons below the LCD. The following functions can be edited:

#### Page 1

- Encoder 1 chooses the Output Bus for the selected channel
- Encoder 2 switches the Monitor On/Off (by pressing ENTER or turning the PARAMETER wheel)
- Encoder 3 selects the Input bus

- Encoder 4 shows the Input Gain (this parameter cannot currently be edited by 01V96)

### Page 2

Only Encoder 1 has a function. It is used to switch the Input Phase On/Off (by pressing ENTER or turning the PARAMETER wheel).

### INSERTS

Move the cursor over the PLUGIN box in the 01V96's LCD, and press ENTER to access INSERT information in the LCD.

- Encoder 1 selects which insert is to be edited
- Encoder 2 switches the insert On/Off (by turning the PARAMETER wheel)
- Encoder 3 selects the type of effect to insert

Once an Effect has been selected, all the parameters can be edited by changing the page viewed on the LCD (by pressing the LEFT and RIGHT arrow buttons below the LCD). The number of pages available depends on the number of parameters used by the Effect.

Note: in any of the above modes, the EFFECT DISPLAY switch toggles between showing the parameter names and the parameter values on the LCD.

### **Meters & Time Counter**

By pressing the F4 key below the LCD of 01V96, the level meters and names for the channels being controlled by the faders are shown.

In the upper part of the LCD, the Time Counter is shown, with an indication of the scale (Time Code, Feet + Frames, Bars + Beats). If Samples is chosen as the scale, then no indication of scale is shown.

Also in the upper part of the display is an indication of whether the Parameter Wheel of 01V96 is being used for SCRUB or for normal parameter adjustment.

### Transport, Automation & User Defined Keys

By pressing the 01V96's STEREO Master SEL switch, the Channel SEL keys change their function to control automation Read and Write modes. See DAW AUTO LATCH in the table below for more details.

With 01V96 V2, the USER DEFINED KEYS can be assigned to DAW control functions, such as various transport and automation functions. To edit the USER DEFINED functions, you must first exit from the REMOTE layer. Then press the UTILITY button and access the USER DEF screen.

USER DEFINED BANKS C and D are preset for the following functions:

| <b>Bank</b> | <b>Key</b> | <b>Function Name</b> | <b>Cubase SX control</b>   |
|-------------|------------|----------------------|--|
| C           | 1          | UDEF KEYS<br>BANK D  | - (Changes to Bank D)  |
|             | 2          | DAW WIN<br>MIX/EDIT  | Opens/Closes the Mixer Window  |
|             | 3          | DAW BANK -           | Moves the Fader Bank down by 8 channels, to edit settings of lower numbered channels |
|             | 4          | DAW BANK +           | Moves the Fader Bank up by 8 channels, to edit settings of higher numbered channels  |
|             | 5          | DAW SHUTTLE          | Transport Control: Shuttle (in conjunction with turning the PARAMETER wheel)         |
|             | 6          | DAW SCRUB            | Transport Control: Scrub (in conjunction with turning the PARAMETER wheel)           |
|             | 7          | DAW STOP             | Transport Control: Stop  |
|             | 8          | DAW PLAY             | Transport Control: Play  |
| D           | 1          | UDEF KEYS<br>BANK C  | - (Changes to Bank C)  |
|             | 2          | DAW<br>OPTION/ALL    | -  |
|             | 3          | DAW AUTO<br>READ     | -  |
|             | 4          | DAW AUTO<br>TOUCH    | -  |
|             | 5          | DAW AUTO<br>LATCH    | Changes the AUTOMIX On/Off mode for the channel SEL keys between READ and WRITE.     |
|             | 6          | DAW AUTO<br>WRITE    | Sets all channels to automation WRITE  |
|             | 7          | DAW AUTO<br>TRIM     | -  |
|             | 8          | DAW AUTO OFF         | -  |

**Other User Defined Key functions**

The USER DEFINED KEYS on 01V96 can be programmed for a variety of other DAW control functions. Not all of the 01V96 DAW functions work with Cubase SX, but the table below lists those which do. These functions can only be assigned to the USER DEFINED KEYS when the console is not in a REMOTE layer, but they will work even when the REMOTE layer is not selected:

| <i>01V96 Function</i> | <i>Cubase SX function</i>                 |
|-----------------------|---|
| DAW REC               | Transport Control: Record                 |
| DAW FF                | Transport Control: Fast Forward           |
| DAW REW               | Transport control: Rewind                 |
| DAW IN                | Locate to Left Marker                     |
| DAW OUT               | Locate to Right Marker                    |
| DAW RTZ               | Locate to Zero                            |
| DAW END               | Locate to End of Project                  |
| DAW ONLINE            | Switch SYNC online/offline                |
| DAW LOOP              | Transport Control: Loop playback          |
| DAW QUICKPUNCH        | Switch Punch In on/off.                   |
| DAW AUTO SUSPEND      | Sets all channels to automation READ      |
| DAW WIN TRANSPORT     | Brings Project Window to the front        |
| DAW WIN MEM-LOC       | Show/hide Transport Window                |
| DAW WIN STATUS        | Show/hide Performance Window              |
| DAW UNDO              | Undo last edit                            |
| DAW SAVE              | Save Project                              |
| DAW Channel -         | Moves the Fader Bank down by one channel. |
| DAW Channel +         | Moves the Fader Bank up by one channel.   |
| DAW REC/RDY X         | Record Enable for the chosen track number |